BREAKERS

Weak Punch • Weak Kick — A • B

Strong Punch • Strong Kick — C • D

Retreat • Dash — ← ← • → →

Condor cannot dash or retreat, Alsion III is teleporting instead

Body Throw — close ← • → C

Back Recovery — knocked down, press 3 buttons

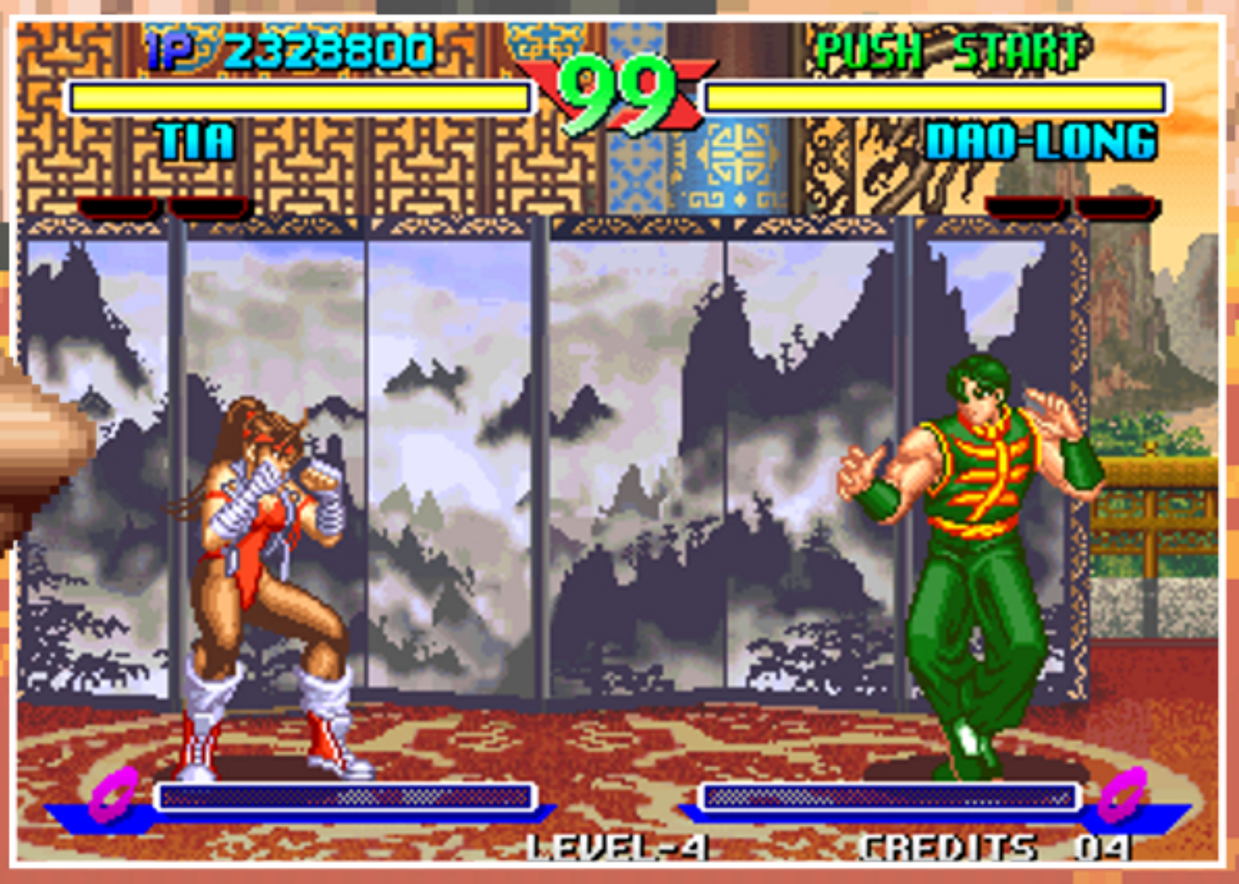
Bai-Hu has no back recovery, Alsion III is teleporting instead

Play as Bai-Hu, NEO·GEO CD Only

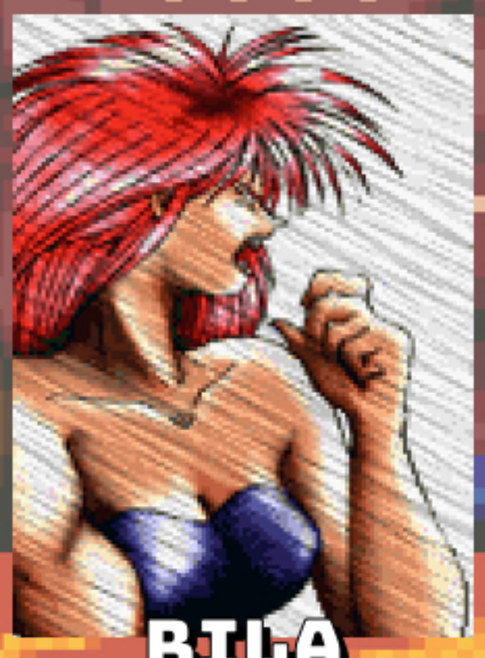
On character select screen, press ↑ START

Super Move

Requires at least one level gauge



Onigawara	A C
Sunegoroshi	B D
Tobi Hiza Geri	B C
Hiji Sandan Kôgeki	close C tap
Fumitsuke	air ↓ B
Upper	air ↑ C
Sashikomi Kick	air ↓ D
Shoulder Toss	close ← • → C
Air Throw	air close ← • → C • D
Rekkôha	↻ A • C
Kurenai Sandan Geri	↺ B • D tap
Midare Kiryû Geri	↻ B • D
Shippû Shôken Tsuki	→ ← → A • C
Seiken Shôha	↻ ↻ A • C
Gekki Rekkôha	air ↻ ↻ A • C
Kurenai Gansaishû	air ↺ ↺ B • D



Dynamite Kick	→ D
Hard Slam	close ← • → C
Quick Scratch	← → A • C
Wild Saber	↓ ↑ B • D
Killer Snake	← ↘ B • D
Spinning Claw	A • C tap
Shine Beast	← → ← → A • C
Bloody Fang	↙ ↘ ↙ ↗ B • D

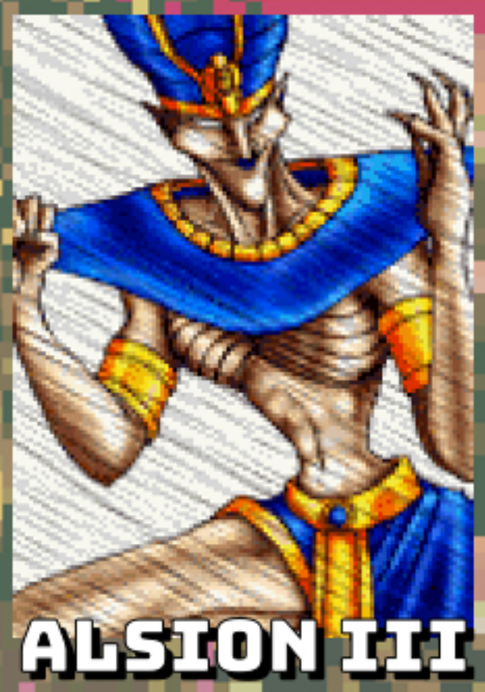
DAO-LONG

Ryûseishô	A C
Senpû Rekkyaku	B D
Shôtenchû	C D
Shoulder Toss	← • → C
Kou Ryûga	← → A • C
Senkyu Tai	↓ ↑ B • D
Houshin Renha	← → ← → A • C
Shinkyoku Rembu	← → ← → B • D
Renkyuu Tai	↙ ↘ ↙ ↗ B • D tap

MAHERL

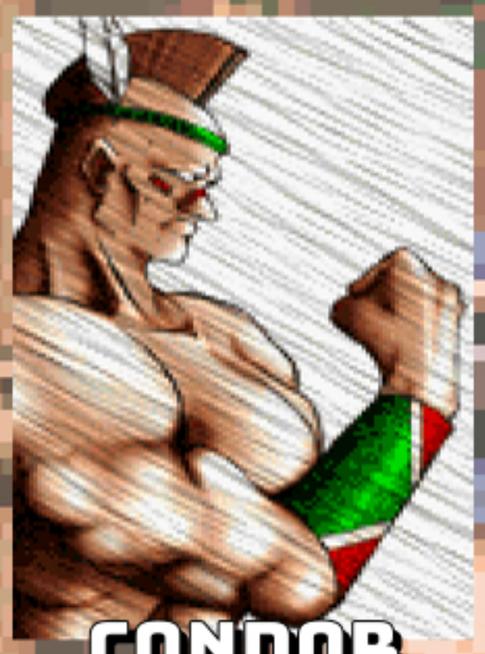
Abdomen Step	A C
Abdomen Press	air ↓ C
Hip Attack	air ↓ B
Rush Palm	close ← • → D
Slash Sword	↻ A • C
Punish Sword	↻ B • D
Fire Breath	↻ A • C
Balloon Bomb	A B C
Cadabura Bomber	↻ ↻ A • C
Shiva Dance	↻ ↻ A • C
Rolling Press	close ↻ B • D

BREAKERS



ALSION III

Horus Shade	A C
Death Shred	B D
Quick Toss	close ← • → C
Piledriver	air close ← • → C • D
Poison Fog	↻ A • C
Deadly Claw	↻ B • D
Dash Knee	↻ B • D
Anubis Hug	↻ ↻ A • C
Pharaoh Ranbu	↻ ↻ A • C



CONDOR

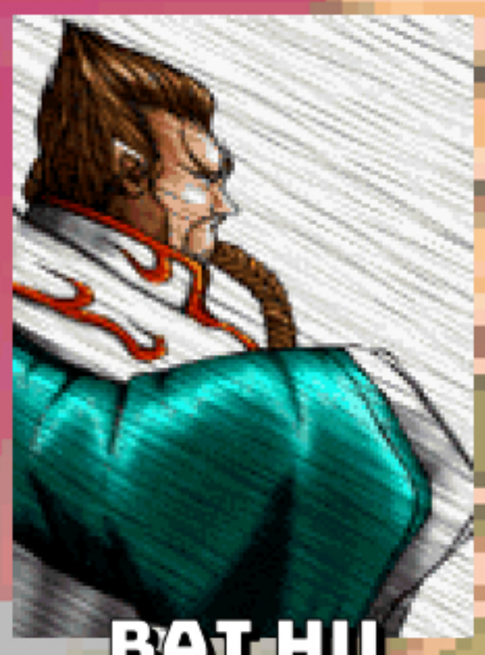
Fumikomi Straight	→ A
Body Press	air ↓ C
Heel Stomp	air ↓ D
Tomahawk Jack	A B C • B C D
Grand Buffalo Horn	→ → B • D
Body Slam	close ← • → A • B
Piledriver	close ← • → C
Back Drop	close ← • → D
Neck Hanging Three	close ↘ A • B
Head Crush	close ↘ C
Bear Hug	close ↘ D
Sky Bridge	↻ B • D
Moonlight Slam	close ↻ A • C
Astra Rock Buster	↻ ↻ A • C
Moonlight Shake	close ↻ ↻ A • C

TIA

Rush Blow	A C
Heel Break	B D
Upper	air ↑ C
Suplex	close ← • → C
Air Impulse	air close → C • D
Rapid Gale	↻ A • C
Rising Upper	↻ A • C
Soul Spike	↻ B • D
Mirage Spear Kick	B • D tap
Rapid Charge	↻ ↻ A • C
Burning Revolver	↻ ↻ A • C
Cutlass Flasher	↻ ↻ B • D

PIELLE

Saber Bash	A C
Flying Peach Bomber	B D
Hopping Saber	air ↓ A
Opened Arc Liner	air ↑ C
Frankensteiner	air close ← • → C • D
Bonjour Shot	↻ A • C
Robin Liner	↻ A • C
Monsieur Crash	↻ A • C tap
Rose Train	↻ B • D
Merci Un Deux Trois	air ↓ A B C • B C D
Un Deux Robin	↻ ↻ A • C
Thunder Croiser	↻ ↻ A • C
Super Rose	↻ ↻ B • D



BAI HU

Head Press	A D
Lunge Kick	B C
Ghôshaken	A B • C D
Kôke Bakuraishô	A C
Genshiken	B D
Iai Nage	close ← • → C
Dust Throw	air close ← • → C
Shin Bakuraishô	A B C
Nisetsu Ranbu	B C D